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» Key

IEEE JNL IEEE Journal or Magazine

IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

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IEEE STD IEEE Standard

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- ☐ 1. **Evolution of neighborly relations in a spatial IPD game with cooperative & hostile players**
Ishibuchi, H.; Nakari, T.; Nakashima, T.;
[Evolutionary Computation, 1999. CEC 99. Proceedings of the 1999 Congress](#)
Volume 2, 6-9 July 1999 Page(s):
Digital Object Identifier 10.1109/CEC.1999.782522
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- ☐ 2. **Implementation of genetic algorithms for a spatial IPD game with a generative function**
Ishibuchi, H.; Nakari, T.; Nakashima, T.;
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Digital Object Identifier 10.1109/ICSMC.1999.812408
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- ☐ 3. **Spatio-temporal synchronization for sketching a multimedia game scenario**
Soo Cheol Ha; Hae Kyung Seong;
[TENCON 99. Proceedings of the IEEE Region 10 Conference](#)
Volume 2, 15-17 Sept. 1999 Page(s):946 - 949 vol.2
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- ☐ 4. **Adding voice to distributed games on the Internet**
Bolot, J.-C.; Fosse-Parisis, S.;
[INFOCOM '98. Seventeenth Annual Joint Conference of the IEEE Computer and](#)
[Communications Societies. Proceedings. IEEE](#)
Volume 2, 29 March-2 April 1998 Page(s):480 - 487 vol.2
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- ☐ 5. **Visual resolution and spatial performance: the trade-off between resolution and interactivity**

Smets, G.J.F.; Overbeeke, K.J.;
Virtual Reality Annual International Symposium, 1995. Proceedings.
11-15 March 1995 Page(s):67 - 73
Digital Object Identifier 10.1109/VRAIS.1995.512481
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- ☐ **6. A genetic minimax game-playing strategy**
Tzung-Pei Hong; Ke-Yuan Huang; Wen-Yang Lin;
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- ☐ **7. Interactive video with spatial and temporal multiresolution**
Wook Koh;
Consumer Electronics, IEEE Transactions on
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- ☐ **8. A hybrid mono/stereo acoustic echo canceler**
Benesty, J.; Morgan, D.R.; Sondhi, M.M.;
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Volume 6, Issue 5, Sept. 1998 Page(s):468 - 475
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- ☐ **9. A hybrid mono/stereo acoustic echo canceler**
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Applications of Signal Processing to Audio and Acoustics, 1997. 1997 IEEE AS
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- ☐ **10. Path planning under uncertainty from a decision analytic perspective**
Mobasser, B.G.;
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25-26 Sept. 1989 Page(s):556 - 560
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- ☐ **11. Stereophonic acoustic echo cancellation using nonlinear transformation: filtering**
Benesty, J.; Morgan, D.R.; Hall, J.L.; Mohan Sondhi, M.;
Acoustics, Speech, and Signal Processing, 1998. ICASSP '98. Proceedings of International Conference on
Volume 6, 12-15 May 1998 Page(s):3673 - 3676 vol.6
Digital Object Identifier 10.1109/ICASSP.1998.679680
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12. Experimental results of wide-bandwidth high-frequency adaptive array pr

- ☐ Games, R.A.; Townes, S.A.; Williams, R.T.;
Military Communications Conference, 1992. MILCOM '92, Conference Record 'Communications - Fusing Command, Control and Intelligence'., IEEE
11-14 Oct. 1992 Page(s):294 - 300 vol.1
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- ☐ 13. **Heuristic networks for concurrent pursuit-evasion systems**
Stilman, B.;
Intelligent Robots and Systems 95. 'Human Robot Interaction and Cooperative Proceedings. 1995 IEEE/RSJ International Conference on
Volume 1, 5-9 Aug. 1995 Page(s):477 - 482 vol.1
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Chris Schmandt
November 1998


Proceedings of the 11th annual ACM symposium on User interface software and technology

Publisher: ACM Press

Full text available:  pdf(85.82 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: auditory user interface, digitized speech, spatial audio, virtual environments


- 2** Personal imaging and lookpainting as tools for personal documentary and investigative photojournalism

Steve Mann
March 1999


Mobile Networks and Applications, Volume 4 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  pdf(2.24 MB)

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A means and apparatus for covert capture of extremely high-resolution photorealistic images is presented. The apparatus embodies a new form of user-interface – instead of the traditional “point and click” metaphor which was thought to be the simplest photography had to offer, what is proposed is a “look” metaphor in which images are generated through the natural process of looking around, in a manner that does not require conscious thought or effort. These &ldq ...


- 3** “Smart clothing”: wearable multimedia computing and “personal imaging” to restore the technological balance between people and their environments

Steve Mann
February 1997


Proceedings of the fourth ACM international conference on Multimedia

Publisher: ACM Press

Full text available:  pdf(2.18 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: augmented reality, mediated reality, mobile multimedia, pencigraphic image compositing, personal imaging, smart spaces, ubiquitous computing, video orbits, video surveillance, wearable computing


- 4** Supporting interactivity in automated 3D illustrations

Dorée Duncan Seligmann, Steven Feiner
February 1993


Proceedings of the 1st international conference on Intelligent user interfaces

Publisher: ACM Press

Full text available:  pdf(1.06 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: automatic presentation, explanation, generation of nonverbal media, intelligent user interfaces, knowledge-based graphics



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